

THE AMERICAN GO JOURNAL

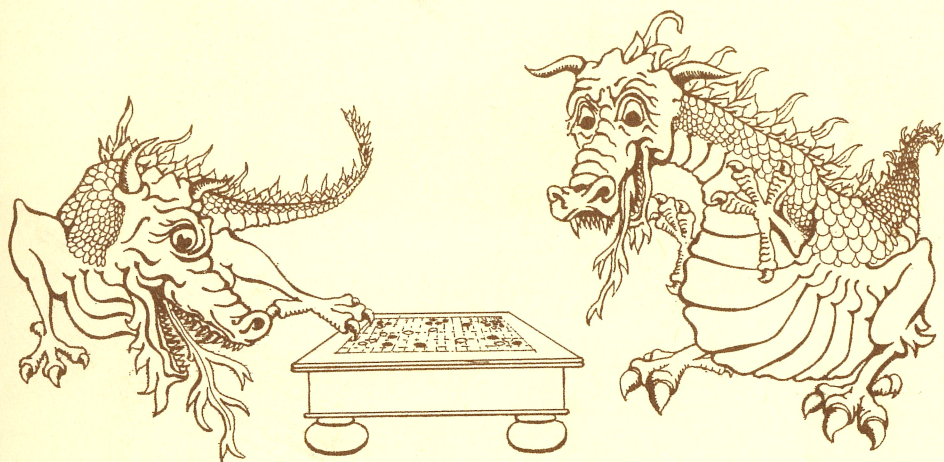
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P.O. Box 397 Old Chelsea Station New York, N.Y. 10011



VOLUME 14, NUMBER 2

MARCH/APRIL 1979



1979 American Go Championships

September
1st & 2nd

West East
Berkeley, Cal. New York City

Preliminary Tournaments to the WORLD AMATEUR CHAMPIONSHIPS
March 1980 Tokyo, Japan

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GO

An ancient board game which takes the simplest of elements: line and circle, black and white, stone and wood, combines them with simple basic rules, and generates subtleties which have enthralled players for millenia. Go's appeal does not rest solely on its oriental, metaphysical elegance, but on practical and stimulating features in the design of the game.

Go is easy to learn. The few rules can be demonstrated quickly and grasped easily. The game is enjoyably played over a wide range of skills. Each level of play has its charms, rewards, and discoveries. A unique and reliable system of handicapping brings many more players "into range" for an enjoyable contest even between those of greatly differing skill. Draws occur in less than 1% of all amateur games. A game of Go retains fluidity and dynamism far longer than comparable games; an early mistake may be made up, used to advantage, or reversed as the game progresses. There is no simple procedure which will turn a clear lead into a victory - only continued good play. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more a matter of a "feel" for the stones, a "sense" of shape, a gestalt perception of the game.

Beyond being merely a game, Go can take on other meanings to its devotees: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, a mental "workout", or, when played well, a beautiful art in which white and black dance in delicate balance across the board. But most important for all who play, Go, as a game, is challenging and fun.

AMERICAN GO ASSOCIATION

The AGA is the national organization of Go players in the U.S. It coordinates and encourages Go activities and cooperates with similar associations world wide. As standard services, the AGA 1) Publishes the American Go Journal which includes a Tournament schedule, club notices, and articles. 2) Sanctions and promotes AGA rated tournaments. 3) Organizes the American Honinbo and Kyu Championships. 4) Distributes an annual roster of chapters and members. 5) Sells Go books by mail (20% discount to AGA clubs). 6) Maintains a U.S. numerical rating system. 7) Schedules tours of Go professionals. 8) Supports the creation and growth of AGA Chapter clubs. (Requirements: See AGA application.) Chapters receive free publicity of tournaments and club meeting time, place, contacts. They select contenders for the national titles; they are the link between the Go players (present and potential) in this country and the AGA. AGA chapter clubs get organizational aids as available. ***AGA members receive the AGJ, are included in the member roster and rating readout, may play AGA rated matches, in AGA tournaments, AGA Postal Go, and join the growing ranks of those who support Go.

AMERICAN GO JOURNAL

The AGJ is the sole national publication of the AGA. It provides news, game commentary, instruction, and articles of general interest for Go players of all strengths. Published six times a year, it is free with the \$12 yearly membership in the AGA. Back issues: @\$2; volumes: @\$7. The American Go Journal is protected by the copyright laws. Reproduction in any form is forbidden without written permission of the American Go Association, P.O. Box 397, Old Chelsea Station, New York 10011.

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American GO Association

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DATE _____ New membership _____ Renewal _____ Address/Name change _____

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_____ ZIP _____	T.B. _____ D.R. _____ M.T. _____ D.W. _____
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_____ New Special membership (does NOT include AGJournal subscription) - \$4 per year (ending in June or December). No partial year rates. Available only to members of AGA chapters - registered AGA clubs with 5 or more AGA members. The chapter will receive 1 copy of the AGJ for every 10 special members.
AFFILIATED CHAPTER _____

_____ As an extra voluntary contribution to help the AGA promote Go.

_____ For back issues of Go Review and the American Go Journal. To order, please complete the Order Form below and return it with your application.

THANK YOU FOR YOUR SUPPORT

THE AMERICAN GO ASSOCIATION

PLAYER INFORMATION: Strength _____ How did you hear of the AGA? _____
Where did you learn Go? _____ What other Go organizations do you belong to? _____ Occupation? _____ Are you interested in tournament play? _____ Citizenship _____

CLUB INFORMATION: We want to know about your club or group. Please include on the back of this form or send us: the club's 1)Name, 2)Address(es) and time(s) of regular meeting(s), 3)List of club members and regular attenders with addresses and strengths (if possible) particularly noting AGA members, 4)Name, address, and telephone of club organizer(s) or contact person(s). All chapters should comply.

*The AGA depends on its clubs to encourage AGA membership and to act as focal points for Go organization in their local areas. The AGA is sending organizational aids to its clubs.
\$12 CLUB memberships would help us and make a copy of the AGJ available to all club members.*

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Many issues very limited in quantity. Orders filled as available.

GRs sent _____ AGJs sent _____ by _____

TOURNAMENT AND EVENT CALENDAR

- 27 May, MARYLAND OPEN, Levering Hall, Johns Hopkins University, Baltimore. Contact: Jim Pickett (301)377-2353 or Sam Zimmerman (301)465-9380.
- 1-4 June, GERMAN CHAMPIONSHIPS in Freiburg, BRD. Contact: Hans H. Schrebe, Hildastr. 9, D 7800, Freiburg/Breisgau.
- 2-3 June, NEW PORTLAND GO CLUB WEEKEND TOURNAMENT, Aloha, Oregon. Contact: Doug Cable (503)281-8328
- 10 June, NEW YORK STATE GO CHAMPIONSHIP, New York Go Club, 23A W10th St., NYC. Contact: The New York Go Club: (212)260-5640. Further details below.
- 30 June, WOODFORD SUMMER TOURNAMENT, Woodford England. 3 rounds. Contact: F. Roads, 61 Malmesbury Road, London E18.
- 20 July - 5 August, EUROPEAN GO CONGRESS, Königswinter, Bonn. Most important Go tournament outside of the Orient. Contact: Gottfried Schippers, Rjemenschneiderstr. 2, 53 Bonn 2, West Germany.
- August, GOLD HILL TOURNAMENT, Southern Oregon State College Go Club. Contact: Karl Baker, 435 Granite St., Ashland, Or 97520 (503) 482-9201.
- 1-2 September, US. CHAMPIONSHIPS in San Francisco & New York.
- 8-9 September, QUEBEC OPEN, Montreal, Quebec, Canada. Tentatively at CEGEP du Vieux Montreal. Contact: Tibor Bogner, 7600 Lajeunesse, Apt 511, Montreal H2R 2Z8 Quebec, (514) 274-1096. Further details below.
- 15-16 September, NEW PORTLAND GO CLUB WEEKEND TOURNAMENT, Aloha, Oregon. Contact: Doug Cable, (503) 281-8328.
- 14 October, NEW YORK GO CLUB AUTUMN TOURNAMENT. Further details below.
- 2 December, THE NEW YORK GO CLUB CHAMPIONSHIPS. Further details below.

NEW YORK GO CLUB TOURNAMENTS

The New York Go Club is sponsoring the following tournaments:

- 10 June: NY State Go Championship; 14 October: The Autumn Tournament; 2 December: The NYGC Championships.

Fees: Even game (Championship) Section: \$6 (members), \$8 (non-members).

Handicap Section (6-kyu & below): \$5 (members), \$7 (non-members).

Registration: 10:30am. First Round: 11am. AGA membership required.

ANN ARBOR TOURNAMENT

The Ann Arbor June Tournament will be held Saturday and Sunday, June 1st and 2nd at the Ann Arbor Go Club, 2050 Frieze Bldg., University of Mich., Ann Arbor. All games handicapped. 8 players per section. First prize: \$25. Registration: 9:30am. Play begins at 10:00. Fee: \$5. AGA Membership required. Bring Go sets and clocks. For further information contact: Ann Arbor Go Club, c/o Dave Relson, 432 5th St., Ann Arbor, MI 48103, (313)995-3636.

QUEBEC OPEN

The Montreal Go Club has tentatively scheduled the Quebec Open for Sept 8-9 at the CEGEP du Vieux Montreal, 255 East Ontario St., 4th Floor Restaurant. Registration: 9-9:30am. First round: 10am. Fees: Dan Players: \$15, 1-5 kyu: \$12, 6-10 kyu: \$10, 11-15 Kyu: \$8, 16 kyu & up: \$5.

Prizes: 1st Prize: 1979 Quebec Open Championship Trophy + \$100.

2nd Prize: Trophy + \$50.

Open to all players. 6 rounds will be played using the Swiss-McMahon System. Playing time: 1 hr, 15 min / player. Byo-yomi: 30 seconds.

British Go Players Visit China

On May 11th, six British go players will set off on a two week tour of the People's Republic of China. The game of go originated in China 4,000 years ago and though it has been played in Europe and America for nearly 90 years, this is the first time Western go players have ever visited the birthplace of the game.

The six are representatives of the British Go Association and their tour is in return for the successful visit by three top Chinese players to the London Open Go Congress at the New Year. The group is led by Stuart Dowsey, a go teacher, and includes a doctor, a printer, a civil servant and a scientist. The tour lasts two weeks and will take them to Peking, Shanghai, Hangchow, Canton and Chengtu in Szechwan Province.



NEW YORK GO CLUB SPRING TOURNAMENT, 1979

On April 8, 1979, the New York Go Club held its Spring Tournament. In the Open Section Takao Matsuda, the Club Champion, beat out 19 players (11 of the dan players) to take first prize. K.C. Kuo, 5-dan, had a fine tournament in taking second place, losing only to Mr. Matsuda in an exciting play-off game. Shigeru Noguchi, 1-kyu, won the prize for top kyu player with a third round victory over Nicholas Kleszczewski, also 1-kyu. Mr. Noguchi is the defending N.Y. State Kyu Champion. The 4-player Handicap Section was held as a round-robin. Richard Laiderman emerged the winner with a 3-0 score. The organizers were pleased with the strong field and with the number of players who got their first taste of tournament play.

Jerald E. Pinto, President

#	NAME	OPEN SECTION				
		RANK	1	2	3	4
1	T. Matsuda	6d	8	6	5	7 1st
2	L. Brauner	6d	6	10	-	
3	H. Gonshor	5d	10	7	4	
4	K. Nishiyama	5d	7	9	3	
5	S.Y. Cheng	5d	9	11	1	
6	R. Ryder	5d	2	1	7	
7	K. C. Kuo	5d	4	3	6	1 2nd
8	S. Matsuzawa	3d	1	14	10	
9	K. I. Oh	3d	5	4	11	
10	B. Shain	2d	3	2	8	
11	D. Osborne	2d	16	5	9	
12	F. Shore	1d	18	20	17	

#	NAME	RANK	1	2	3	
13	N. Kleszczewski	1k	19	18	15	
14	J. Pinto	1k	17	8	20	
15	S. Naguchi	1k	20	17	13	top
16	M. Rosenberg	1k	11	19	-	kyu
17	R. Schmeidler	2k	14	15	12	
18	M. Thim	2k	12	13	19	
19	J. Exter	2k	23	16	18	
20	R. Cann	3k	15	12	14	
HANDICAP SECTION						
23	S. Feldstein	4k	25	26	24	
24	T. Tracey	6k	26	25	23	
25	R. Laiderman	7k	23	24	26	1st
26	S. Seidler	8k	24	23	25	

SAN FRANCISCO TOURNAMENTS

May 20 & 27 - 11am - 6pm.

August 12 & 19 - 11am - 6pm.

November 11 & 18 - 11am - 6pm.

Contact: Paul Goodman, 925 Clatton
St., #1, S.F. Calif 94117
(415) 566-3981

HANDICAP TOURNAMENT: TEAM MATCH

West Virginia University vs Greater Washington Area
March 17, 1979 at Morgantown, W.V.

WEST VIRGINIA											WASHINGTON DC										
#	NAME	1	2	3A	3B	4A	4B	5A	5B	6	#	NAME	1	2	3	4	5	6			
1	Jei Wei Chao	13	-	17	-	17	15	-	-	-	13	Jind Chui	1	5	2	2	-	-			
2	Gary Stadelman	14	21	13	-	13	19	-	-	20	14	Ki Yi	2	3	10	7	11	11			
3	Todd Alexander	15	14	-	-	16	20	-	-	15	15	Young Lee	3	11	5	1	4	3			
4	Jim Arnot	16	19	18	-	-	-	15	-	-	16	Sun Ho	4	7	7	3	7	7			
5	Ching Y. Hui	17	13	15	-	-	-	-	-	-	17	Won Kim	5	8	1	1	10	-			
6	Jin B. Kim	18	18	20	21	21	-	-	-	-	18	Ray Kukol	6	6	4	9	12	-			
7	Robert Nelson	19	16	16	19	14	-	16	19	16	19	Steve Cohen	7	4	7	2	7	-			
8	Jonathan Ezell	20	17	-	-	-	-	-	-	-	20	Ben Bernstein	8	10	6	3	9	2			
9	Ted Drange	21	-	-	-	18	-	20	-	-	21	John Goon	9	2	6	6	-	-			
10	Pauline Muhn	-	20	14	-	-	-	17	-	-											
11	Jay Arceneaux	-	15	-	-	-	-	14	-	14											
12	James Meadows	-	-	-	-	-	-	18	-	-											
											TOTALS: DC		5	5	6	5	5	3	= 29		
											WV		4	4	3	4	2	1	= 18		

GO IN CLEVELAND

The newly re-activated Cleveland Go Club is currently meeting every other Thursday at the South Euclid Library on Mayfield Road. We are regularly having 10-15 members in attendance out of about 30 Cleveland area Go players. Anyone traveling to Cleveland is invited to call Bob Collett at 216-531-1911 or write him at 6303 Merkle, Parma, Ohio 44129.

GO IN SAN DIEGO

The San Diego Go Club meets every Tuesday at 7pm at the Balboa Game Club on 6th Ave. Contact: Les Lanphear 714-225-0923.

GO IN OTTAWA

The Ottawa Go Club meets every Tuesday at 7pm in Room 215, University Centre, 85 Haste, Ottawa. Contacts: Yoshi Tsuchiya, 2140 Fillmore, 993-2204 or 745-1077; John Katic, 399 McLeod, 820-7186, 232-4685 (area code 613).

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by Kajiwaru Takeo, 9-dan

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23rd European Go Congress

July 20 to Aug. 5

DEAR GO ENTHUSIASTS

The 'Bonner Go Club' would like to invite you in behalf of the German Go-Federation to the

23rd European Go Congress

to be held this year at the 'Jugendhof Rheinland' in Königswinter from 20th July to 5th August.

This year's Patron is His Excellency the Japanese Ambassador, Yoshino Burroku.

The central event will be the European Go Championship to which the national associations belonging to the European Go-Federation will be sending their top players. Parallel to this, there will be a number of other tournaments in which the relative strengths of the various countries and players can be put to the test.

Opening ceremony: 21st July 1979 at 4 p.m.
Closing ceremony: 4th August 1979 at 4 p.m.

REGISTRATION FEES

Tournament Players	(NfM)
for the whole 2 weeks	DM 45,- (DM 65,-)
for one week	DM 30,- (DM 50,-)
for one weekend	DM 15,- (DM 20,-)
for one day	DM 8,- (DM 10,-)
Instruction games with professionals	DM 10,- (DM 20,-)
Instruction games with European master players	DM 5,- (DM 10,-)
Non-playing participants will be asked to pay	DM 10,- (DM 10,-)

Guests of honor and non-playing participants under 18 years of age attend free of charge.
(NfM) = Non-members of EGF and associated organisations in countries organized.

Please note the closing date for registration is 15th June 1979

Organising Committee c/o Gottfried Schippers
23. Europäischer Go-Kongress, Riemenschneiderstraße 2 D - 5300 Bonn 2
to account "Sonderkonto 23. EGK" No. 34.402.370 at "Sparkasse Bonn"
(bank code 380 500 00)
postal cheque to account "Postcheckkonto Köln" No. 11100 - 503 (give account No. as reference: "Zu Gunsten von Sonderkonto 23. EGK 34.402.370, Sparkasse Bonn")

PRICES FOR ACCOMMODATION (daily rates)

At the Youth Centre itself DM 30,-
In 1, 2 and 3 bed rooms (full board and lodging) DM 18,-
- schoolchildren, students and persons in vocational traineeships (Reservations will be booked in order of receipts.)

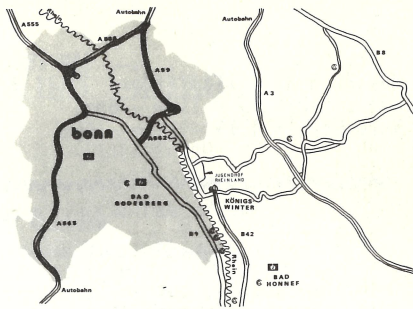
In Königswinter and its sub-districts of Niederollendorf, Oberollendorf, Römlinghoven:
Country inns / boarding houses DM 13,- till DM 25,-
Hotels (bed and breakfast) DM 18,- till DM 120,-
Hotel (B & B and evening meal) DM 28,- till DM 135,-
Hotel (full board) DM 35,- till DM 150,-
If you choose to stay at a country inn or hotel we will be glad to send you an address list.

There are campsites nearby in Bad Honnef, Oberpleis and Bad Godesberg.

Youth hostels are also available in Bad Honnef and Bad Godesberg.

GUTE FAHRT ZUM JUGENDHOF RHEINLAND

Jugendhof Rheinland
Heisterberg
D-5330 Königswinter 1
Tel.: (02223) 22046



TOURNAMENTS

Tournament Schedule	July	August
European Championship	Su Mo Tu We Th Fr Sa	Su Mo Tu We Th Fr Sa
Main Tournament	19 * * * 19 * * * 19 * * *	1 * * * 1 * * * 1 * * *
Team Championship	* * * * *	* * * * *
Weekend Tournaments	* * * * *	* * * * *
Lightning Tournaments	* * * * *	* * * * *

EUROPEAN CHAMPIONSHIP

Entries will be submitted by national association under EGF rules.

EUROPEAN LADIES CHAMPIONSHIP

Depending on whether enough entries are received, a ladies' championship will be held either parallel to the European championship or as part of the main tournament.

MAIN TOURNAMENT

No entry restrictions, play using the MacMahon system.

EUROPEAN TEAM CHAMPIONSHIP

Three players from each country playing as a team. Two reserve players will be allowed. Each country may enter two teams.

WEEKEND TOURNAMENT

These will generally be played in groups on the Swiss system. For those who want to take it easy and not too seriously we will be holding Rengo, blind go and similar events.

HANDICAP TOURNAMENT

Throughout the Congress fortnight we will be running a handicap tournament in which players can pick their own opponents. There will be prizes for e.g. the biggest number of wins and the best 'win / defeat ratio'.

INTER-CONTINENTAL TOURNAMENT

We plan to have a Europe vs. Asia confrontation on as many boards as can be mustered.

INSTRUCTION, WORKSHOPS, SEMINAR

One of the focuses of this year's European Go Congress will be a series of instructional events for beginners, advanced and master players. Professionals from the Far East as well as several strong European players have agreed to give talks and instructions and comment on games. Throughout the two weeks they will give all participants a chance to join in simultaneous games. Each player will get a detailed analysis of his play after each simultaneous event.

Another aim is to provide a discussion forum for all those involved in promoting go off the board. Workshops will be held in the evenings dealing with such topics as go in schools, organising go groups, editing go magazines and so on.

A seminar will be held on the theory of go, covering go rules, mathematical approaches and computer go etc. This will begin on Friday, 27th July, at 5 p. a. and continue over the weekend.

Name
Surname
Vorname
First name
Strasse
Street
PLZ / Ort
Town (with code)
Land
Country
Telefon
Tel.
Spieldate
Playing strength
Go-Klub / Verband
Go Club / Association
Bemerkungen:
Comments:

An
Organisationskomitee
23. Europäischer Go-Kongress
c/o Gottfried Schippers
Riemenschneiderstraße 2
D - 5300 Bonn 2

KERWIN DEFEATS 4-DAN IN OZA TOURNAMENT GAME

Black: Kerwin, Shodan
 White: Cho, 4-dan
 Komi: none
 Commentary by James Kerwin

GAME RECORD 1 (1-100)

W16 is a joseki, but in this case it is perhaps not so good. Having played it, W must not play 18, but push with 82 and cut with 86. The sequence through 14 in Diagram 1 is expected. B has a playable

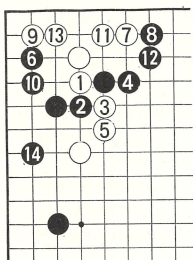


Diagram 1

position. His upper side works well with the corner enclosure, and the left side stones cannot be separated. But the course of the game was a disaster for W. Through 39 is joseki when there is no stone at 16, but with a play there W cannot bear it. In addition, W's position on the upper side is limited by B's corner enclosure. In this game W18 can be called the losing move.

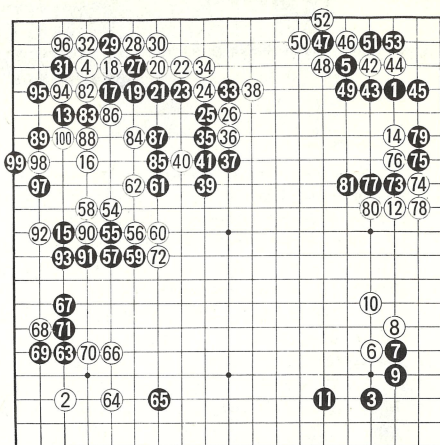
W42 is not reasonable. The sequence through 53 is not bad for B, but B could punish W more by playing 45 at 46. W could live with gote but a B move then at 55 would put the game away. W has no ko threats to play the ko of 45 followed by W170 and B atari.

Diagram 2 shows the expected sequence if B plays 45 at 46. After W6, B must guard the cutting point at a. This leaves W with the unsettled "L+1" group (see *Life and Death* by James Davies, Ishi Press, p94). When W lives, B will play 55 in Game Record 1. - Ed.

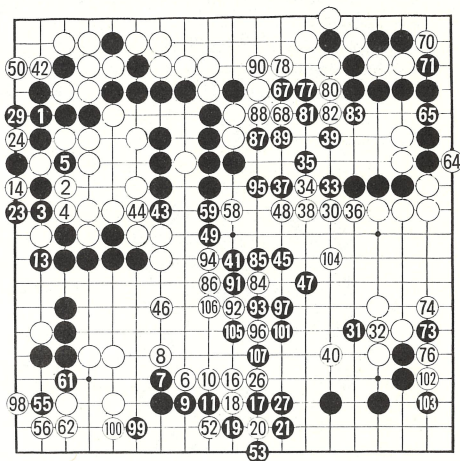
W must play 54 to keep B from taking too big a territory, but B welcomes this since W's stones have no attacking function. Instead of having territory B has a weak W group to attack. B55 may well have been better played at 91.

GAME RECORD 2 (101-207)

The ko following B151 is small, B can afford to use yose plays as ko threats. B was about 15 points ahead on the board when W resigned at 207.



Game Record 1 (1-100)



Ko: 12,15,22,25,28,51,54,57,60,63,66,69,72,75,79
 Game Record 2 (101-207)

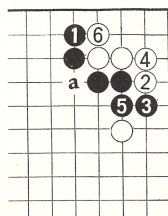


Diagram 2



JAPAN AIR LINES

THE FIRST WORLD AMATEUR GO CHAMPIONSHIP



THE NIHON KI-IN

by Terry Benson

The enthusiast's dream for international promotion of Go, The World Amateur Championships, took place as scheduled in Tokyo on March 13th-17th. The original field of 32 was reduced by last minute withdrawals to 30, but the 5-round straight knockout event went off virtually without a hitch and produced the expected winner, Nieh Wei Ping of the People's Republic of China. The Chinese dominated the tournament by taking 1st, 2nd, 4th & 5th. The Japanese host team was virtually eliminated in the first 2 rounds. In Round 1 Kikuchi, one of the 2 "grand old men" of Japanese amateurs, lost to the Chinese, Chen (who finished 2nd). The Japanese women's amateur champion lost to a Korean player. The upset of them all was Narume, '77 Japanese Amateur Champ losing to Ronald Schlemper, 4-dan, age 18. In Round 2, '78 Champ, Imamura Bume, lost to a Chinese player and Yasunaga, 7-dan and 78 years old fell to Nieh; while the #4 on the Japanese team, Murakami, managed a $\frac{1}{2}$ point win over the Chinese women's champion only to succumb to Nieh in the semi-finals by $10\frac{1}{2}$ points.

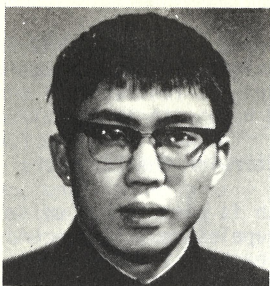
The North American contingent did roughly as expected. There was a small chance that one of the team would make the televised quarter-finals.

'77 U.S. Champion, Kyung Kim, beat the '78 European Champion, Helmut Hasibeder in Round 1 but lost in the mid-game to the Korean, Lee. Shin A. Kang, '78 U.S. Champion, beat the Australian Champion Han, but lost by an endgame error to Pe of Korea. Paul Selick, the Canadian Representative, had a bye in Round 1, then fell to a Korean player in Round 2. Shigeo Matsuhara, '78 Western Champion played an excellent 1st-round game against Kung Shang Ming, Chinese women's champion. Later analysis by the pros who were watching indicated that he had a clear win until late in the mid-game. His game with commentary is scheduled to appear next issue.

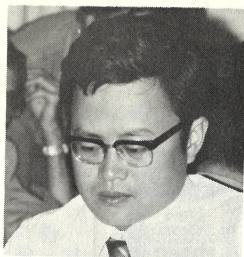
North American Team Captain, Richard Dolen, found himself in the thick of the international melange as he was one of the few who could converse equally well with all the participants. He was unofficially appointed Captain of the Captains, capped the closing ceremonies with a speech in English and then Japanese, and won his games in the "good will" team matches organized for the visiting players. Principle thanks for the success of the event must go first to the JAL sponsors; they spared no expense in seeing to the comfort of the participants and all the necessary arrangements. The smooth running of the tournament with its severe logistic difficulties was the work of the Nihon Kiin and principally its Overseas Department headed by Commissioner Nakaoka Jiro, Professional 7-dan, and ably run by Mr. Ito Makoto, Manager, Mr. Ozawa, Assistant Manager, and, of course, the department's multi-talented interpreter, John Power.

Plans for next year's Championships (again in Japan) have already been made. The number of players will remain the same but more will be drawn from Europe and fewer from the Orient.

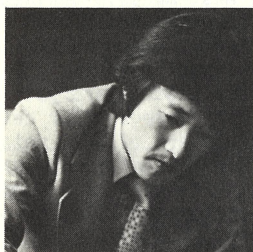
This tournament's tremendous potential for stimulating international Go is already being felt in the West. All our thanks must go to the vision of the two Japanese organizations who are making it possible: Japan Air Lines and the Nihon Kiin.



Nieh Wei Ping
World Amateur Champion



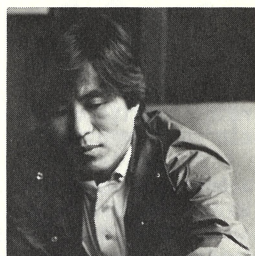
Chen Tsu Te
2nd Place



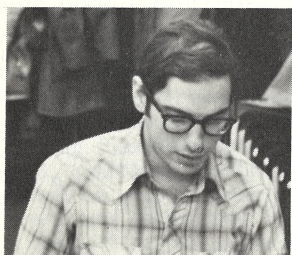
Shin A. Kang, 6-dan
'78 U.S. Champion



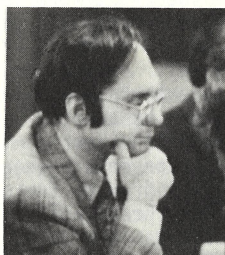
Shigeo Matsuhara, 6-dan
'78 Western Champion



Kyung Kim, 7-dan
'77 U.S. Champion



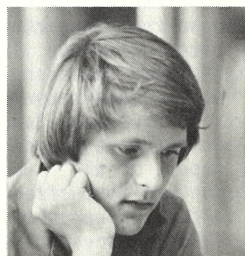
Paul Selick, 5-dan
Canadian National Champion



Richard Dolen, 5-dan
North American Team Captain



Nihon Kiin Overseas Department
(l to r) John Powers, Nakaoka Jiro, Ito Makoto,
Ozawa Yoshiaki



Ronald Schlemper
Dutch 4-dan

File photos (numbered from the upper left)
by: The Nihon Kiin (1), Eric Vella (3,5)
Terry Benson (2,4,6,7,8)

a series begun in AGJ 12:5/6
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Chapter 7: SHAPES

"Each is given a bag of tools,
 A shapeless mass and a book of rules;
 And each must make, ere life is flown,
 A stumbling block or a stepping stone."
 R. L. Sharpe (1890)

While Sharpe was talking about life in the real world, what he said applies equally well in Go. You build your positions. Each stone you play can contribute toward your overall success--or it can lead toward your ruin. I write mostly about large-scale concepts, but disregard for detail can ruin even the best of global play. Shapes are a part of that detail. As you learn Go, you become familiar with recurring configurations of stones and you learn standard followups. This is the "shape" aspect of Go. Shapes are important time-savers. When you are planning to play in an area, look first at the shapes there. They frequently suggest an 'obvious' choice. Some shapes, called "bad shapes", should be avoided and warn you NOT to play a move. Still other shape-suggested moves, called "tesuji", can point out objectives to try. Suggestions of goals and where and where not to play are critical in limiting the massive number of available moves to a set you can afford to analyze. This chapter will focus on recognizing good and bad shapes and developing or attacking a group's shape.

GOOD & BAD SHAPE: Good shape and bad shape refer to the efficiency of a configuration of stones. The value of a "good shape" move is that it does future work as well as some immediate task. It wards off dangers you may not even be aware of. By contrast, "bad shape" moves barely manage to accomplish their current tasks, never mind future ones.

Good shape moves generally have the following traits:

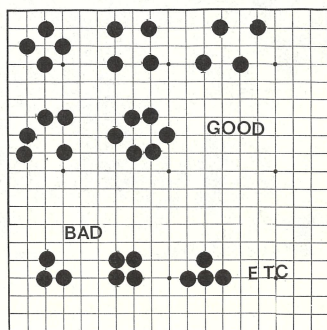
1. They provide for connection.
2. They prepare for eye formation.

Bad shapes come in two forms:

1. Moves which create redundant liberties, e.g., empty triangles.
2. Moves which fill in your liberties, forming a stone clump.

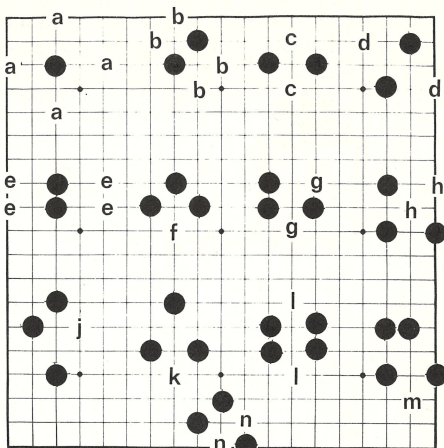
Diagram 1 shows basic good and bad shapes. The good shapes shown are all "final" in the sense that they contain the space for an eye. To get to the final shape, however, you have to make many moves. The shapes created along the way also have value and are good shapes. Of all "subset" shapes some are more effective in making further shapes than others. Let us now examine the process called shape transition, or shape development.

Diagram 1



SHAPE DEVELOPMENT: The process of building a shape starts with the first stone. It is a shape by itself, albeit not a very powerful one. Additional stones can be added to form more complex shapes, until finally the stones combine to form one of the final shapes. Diagram 2 shows subset shapes also considered good shape. MEMORIZE THEM! They will carry you toward dan level. None of them can be considered good shape, however, unless there exists the possibility of converting them into a final shape. Thus in

Diagram 2



Diagrams 3A,B,C,D

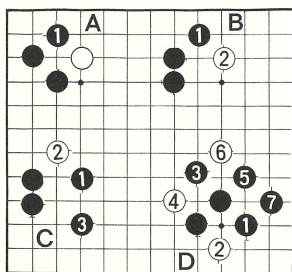


Diagram 3A, creating the 3-stone shape with B1 is worthless since White occupies the final critical point. The shapes shown in Diagram 2 are not all possible subsets of our final shapes. The key to good shape is flexibility. In 3B, Black invests 3 moves to form shape, only to have White take a critical point and lay waste to Black's formation. The shape created by B1 is not the best of shapes. In 3C we see an optimal good shape at work. Black aims for the same final configuration as he did in 3B. When

White 2 destroys the shape, Black merely switches to another shape with B3, illustrating flexibility. The 3-stone shape of Diagram 3D can be stopped by W2, but Black can continue creating shapes close to final state until he cannot be stopped from reaching the ponnuki form. Notice something about 3D: White was determined to stop shape formation at all costs and failed. But even if he had succeeded, he would have created many strings much weaker than Black's one connected group. Unless White were backed up by thickness all around, Black could build new shapes by attacking White's stones; White would be unable to resist effectively. Flexibility is important, so when building shape, restrict yourself to the transitional shapes of Diagram 2. They are all good shapes, the only ones you will need.

DEVELOPING A GROUP: A secure group is one with two eyes. "Final shapes" are eye shapes. Since the group needs 2 eyes to live, it needs the ability to form 2 final shapes. When building eye shape for a group the best shape to help along is usually the one that is most nearly final. Remember, you want life as fast as you can. While you are trying to make shape your opponent is likely to try to obstruct this process, so be prepared. There are several rules to follow in building shape.

1. If possible, make a sente move. As always, a free move is worth a lot.
2. Work on as many shape complexes simultaneously as possible. This allows you to shift your shape focus without losing time if your opponent destroys one of your shapes.
3. Create the greatest number of future shape move. If your opponent blocks one, you want a maximum of other shape options.

SINGLE STONE DEVELOPMENT: Often you have simple shape complexes to work with. You will spend a lot of time working from a one-stone base. There are six kinds of moves that might be considered in developing a stone. These are the six linkage relations: large knight's move, double skip, small knight's move, single skip, diagonal and direct extension. Of these, the double skip and large knight's move should be rejected as too weak on connectivity. (They will come in handy in a chapter on sabaki (light shape).) This leaves us with four stone-developing moves: the direct extension (nobi), the diagonal move (kosumi), the single skip (ikken-tobi), and the small knight's move (kogeima). Are there any reasons to prefer one move over another?

PREFER SINGLE SKIPS: Significant differences between the 4 moves lead to preferring the single skip. If you look at the good shapes of Diagram 1A (Diagram 1 again), you will notice that the single skip figures in all of them. Since you want eye shape as fast as possible, examine only the shapes using 4 stones. One is composed entirely of single skips. NONE include the direct extension. Of the shapes of 4 shown, the diamond consisting of diagonals or single skips is the most secure, the box the next most secure and the parallelogram the least. Thus there is a clear ordering of moves based on speed and security of eye formation. Single skips are best, followed by diagonals, small knight's moves and then direct extensions.

Diagram 1A

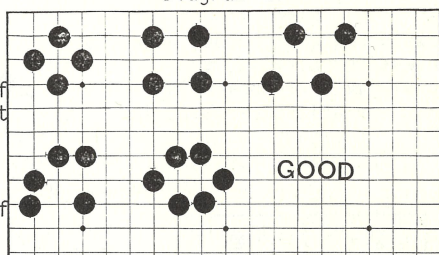
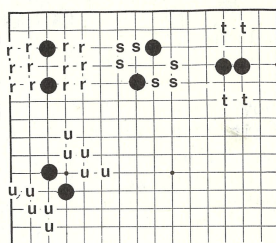


Diagram 4



Speed and security aren't the only reasons for preferring that ordering of moves. Assuming your opponent is ungracious enough to try to thwart your shape formation, flexibility is needed. You need to be able to switch shape areas readily. For each single-stone shape developing move, Diagram 4 shows the possible transitional followups (see Diagram 2's three-stone shapes). Once again the single skip is a clear winner, followed by the diagonal, small knight's move and direct extension.

These two diagrams show us the justification for the proverbs "Single skips make good shape" and "Single skips are never wrong". The diagonal play is not that much worse a choice, however. When nearby enemy stones make the single skip dangerous, the diagonal play will naturally replace it. Now let's turn to the attacker's point of view.

ATTACKING A GROUP: To attack a group you need to prevent the formation of two eyes, in other words, to block shape. "Flat-lining" is my own term for attacking a group by depriving it of shape, converting it into a long stringy thing with no inherent strength. A stretched out rattlesnake is harmless. It becomes dangerous only when it coils around some space, preparing to strike. The same is true of a group. A shapeless enemy group is rarely a danger to your stones. For each of the good transitional shapes of Diagram 2, the common attack points are marked with lower-case letters. These moves prevent eye formation, and often threaten connectivity as well. **LEARN THESE ATTACK VITAL POINTS!** When trying to "flat-line" a group, keep in mind the following rules:

1. Try to force your opponent into bad shape. Bad shape is more painful to him than mere shapelessness.
2. Block the most completed shapes first; destroy his greatest shape investments.
3. Block multi-shape moves and those having the most future shape continuations. Restrict his choices.

4. Try to retain a linkage back to safety. Don't create a new weak group or string for him to pressure.

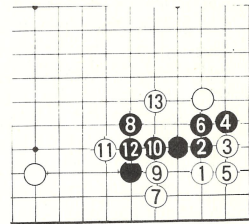
5. Attack in sente, e.g. play a shape attack move that threatens his connection also. Get the attack free.

6. Make it profitable if it can't be sente. Have something to show for your move when it doesn't succeed in killing him (as it probably won't).

HANDICAP FLAT-LINING: In handicap games as White, many of my moves will be dictated by my opponent. If he creates a mistaken configuration, I will immediately try to "flat-line" it. I'm a bully at heart. Diagram 5 is something I did to a 2-dan taking three stones.

W1-7 is a standard 3-3 invasion joseki. To block W7 at its left in this situation would be disastrous for Black. White would push at 9 and cut at 12 and one Black string or the other would die. Being a 2-dan, my opponent realized this and opted for a "good shape" connection. His good shape was an illusion. I needed no more invitation to launch a flat-line attack with W9, paving the way to hit the shape attack point at W11. The hanging connection created by B10 begged for W11 and after W13 Black has been severely wounded. He is committed to saving a lot of stones which have only B8 to provide a basis for outside shape development. All of his other stones are worthless. Well--not quite, but almost. White's outside stones are quite flexible, with many shape and sacrifice options. What did Black do wrong?

Diagram 5



W7 provokes a contact fight. B8 is not a contact response, although both sides are contact unstable. There are two contact responses in the fight, and Black correctly rejected the block to the left of 7. That only leaves playing at 9. White then defends to the right of 7 and Black takes his best shape point, to the right of W13. This neutralizes White's stone and gives Black a thick safe position. After Diagram 5 it would be foolish for Black to play at the right of 13. (White ataris on the outside, clumping Black up and can then be flexible about saving or abandoning one stone.) All of the shape attacks on multi-stone shapes are fun, but many times the best move of all is against a single stone.

LEARN TO LOVE THE CAPPING PLAY: In discussing developing a single stone, I said the single skip was the optimal shape whenever playable. In attacking, when there are many possible skipping plays to prevent, the cap becomes optimal. A capping move is the single skip played in the area of the enemy's open running space. Not only does it take a vital shape point, but it aims at enclosing his group and forces him to move in a new direction to get around the cap. When the cap has a linkage to a previous stone (as recommended), it constitutes an excellent start on a "squeeze" wall attack. Look for the cap and play it early.



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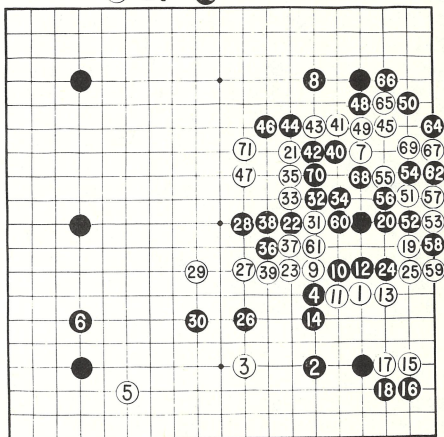
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As a player gets stronger, he can handle greater complexity and confusion. His strength is manifest most clearly, however, in his desire for simplicity and order. In this game between a 5-dan (not myself) and a 2-kyu, the 2-kyu uses only a few shapes and sector theory. But these are enough to maintain strategic dominance over White when backed up by good sacrifice tactics (to recover from mistakes).

B4: This is a move we will see over and over again. Black caps White while loqsely running his own group out into the open. The connection between B2 and B4 is weak, but the B2 group could survive if it got cut off, and White would have to fight heavy odds to maintain the cut. This is the only obvious shape move against W1. It is an outside single skip point in W1's open running space, making it a capping move. B4 has a linkage relation back to B2, and threatens to enclose W1. It blocks White's most complete shape complex. (Since White has only played 2 stones, that isn't saying much.) It blocks the most future continuations. It has a linkage to safety. It's sente. What more could you ask for?

Game Record 1 (1-71)

63 at 58



- B10: This is very aggressive, and is reasonable only because it is backed up by the side handicap stone. Still, the outside hane (to the left of a) is also playable, aiming to invade between 3 and 5.
- B16: This continues Black's aggressive policy. White is not likely to play at 18 and trade his outside stones for a small corner life.
- B20: This is an error. W19 does not provoke a contact fight, yet B20 is a contact response. The expected local response to W19 is to block at 52 or 56. Since Black is within White's 7-9 sector line, now is a good time to run out. The optimum shape move is at 31. It "uses" 3 previous stones to build a good shape. It also aims to capture W9 or cap W7. The more ambitious move is to cap first at 42 and then aim to play 31, using the "Divide & Conquer" wall attack schema.
- B22: W21 gives White the advantage of being first in the sector war. Running out is the right idea, but B22 is a tactical slip. I've already pointed out that the shape move is at 31. This double skip is too weak.
- B24: This causes the bad exchange shown in the set of DON'T patterns for contact fights (Chapter 3). Don't push on the knight's move unless you will use the cut. Now a play at 52 doesn't threaten to capture W19.
- B26: Here is the cap/running move again. Since Black's corner group can live if isolated, absolute linkage security is unnecessary. Looking at the W3 group, B26 is an obvious shape attack. The only other move which comes to mind is an invasion between 3 and 5.
- W23-B30 becomes inevitable. White wants to protect his cutting stone W9, and Black wants to maintain outside access and to keep White separated. B30 also aims to invade between W3 and W5. The only other shape attack move in this area against W29 is the peep diagonally up

and left followed by a move to the left of 30, aiming to cap W29 et al. But White cannot make any good shapes on this side anyway after B30, so the peep is unnecessary and only strengthens White's stones. That leaves B30 as the only good move for maintaining the separation and reducing shape.

W31: Now that White has secured his stones a bit, he launches the expected attack on Black's connection. B37 is a tactical mistake, and White drives Black into bad shape.

B44: Since things worked out for Black, this cut is optimal. But the cut at 49 was more likely to gain him life. B44 is little threat to W33-35-21 (they can run away), and the W43-41 stones will be free to strengthen themselves while attacking Black's side group. If Black cuts instead at 49, he endangers W7, and gets time to cut later at 44.

B48: The obvious shape attack point.

B50: This is gutsy. 70 and 68 are the expected moves for fast safety. B50 risks getting killed.

B62: Since it will all boil down to Black playing at 68 anyway, this should be omitted. It merely helps White become thicker.

After W71 Black has survived the worst, and should stop and survey the results so far. He has lots of territory, both enclosed and potential. White has very little. Black has one weak group, separating two weak White ones, and the White bottom position is weak. White has little influence. Black has sente. Things look good to Black.

B72: While Black could afford to sacrifice his four stones for 2 big moves elsewhere, this is the best move. Black has only one weak group to defend, and White has two. This leaves White little time to dream up grand schemes for conquest. B72 is better than at 107. Diagonal moves are not optimal shape development. B72 is a good shape attack point against White's group, blocking a two-stone development and aiming to engulf White.

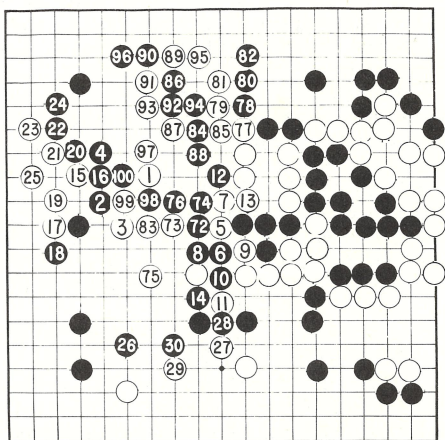
B74: The outside hane also works.

B76: This is the obvious contact pivot point. But 88 is the key shape point and a sector point as well. It is a capping point for both Black and White groups. It destroys White's 2-stone shape, leaving him nothing but single stone shape developments. This would enable a beautiful "squeeze" wall attack against him. Sector pivots are usually bigger than contact pivots. With B76 as played, White can easily sacrifice W73.

B78: Contact Fight theory indicates this as an error. It is. Playing a contact fight move against a stable unit is unprofitable. White has 7 liberties, so Black will only end up defending the stone he just played while White gains. The sensible "shape" move is to the right of 80. Black could get nearly the same territorial result as the forced sequence to B82, out without giving White a wall.

W83: White can choose between this 83 and making shape around 88. Both White groups are shape deficient.

Game Record 2 (72-130)



- B84: This is the correct point for attacking White's shape. If Black grabs the false eye point at 88, he leaves White free to play at 84 and gain some future shape options.
- B86: Presumably Black is willing to sacrifice B84 for an outside wall. Otherwise the normal shape continuation would be at 88, but then White slides around the edge too easily.
- W87: I think provoking B88 actually helped Black. White should take the shape move at 88 himself.
- B92: W89 through W91 is standard for causing confusion. B92 is the right idea, but simplicity dictates the virtual connection at 94 instead. Since Black ends up playing there anyway, the exchange of 92 for 93 is bad for Black.
- B102: White must have been overjoyed with this. All the atari does is help him connect. Had Black played at 116, threatening to capture W99, he could have followed up with the peep two points above 100 and killed White's stones.
- B106: Black runs out of confidence here, and elects a quick sacrifice option. Unless he could read out the result of trying to keep everything intact, this is reasonable.
- W109: Obviously White doesn't think he can kill everything either.
- W115: If Black attacks White's enclosed W105 center group, White would probably manage to live, and White certainly can't afford to play a gote move to protect it. W115 tries to open a new front, related to the old one. This is an optimal flat-lining move. It forces Black into bad shape, an empty triangle, in sente.
- B116-124: This is a simple contact line. The only unusual move is B120. Protecting the cut near B118 would have been good, but Black wished to solidify his hold over W101 et al, an understandable concern.
- B126: Once again Black has sente, and caps White. Good shape for Black, shape attack on White, and also swallows up the W83 group. Good enough!

By B130, the situation has not improved for White. Black has security everywhere and lots of territory. White has little to show for all of his moves. The game continues another 100 moves with White invading the western corners, living on the bottom. White rescues the W83 group at the cost of letting Black secure the upper left corner. Black holds his advantage and White finally resigns. There were a few moments when White could say he had a chance, notably after B22&50 and B92&102. That there were so few such moments is a great credit to Black.

SHAPES TO BE CONTINUED NEXT ISSUE

INSTANT GO NEWS

It has been reported to me that in a 9-stone teaching game between an 18-kyu and a shodan, the 18-kyu took my chapter on RUNNING to heart. He "limped" every group of his for all he was worth and White was unable to mount an effective attack anywhere. White was forced to do serious end-game counting to determine who was winning and finally formed a swindle to pull off. While White finally won by 16 points, he was non-plussed and Black was quite pleased. "A little knowledge..."

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A 73	JUL. 17 (TUE)	AUG. 16 (THU)	31	JAL
A 74	JUL. 29 (SUN)	AUG. 16 (THU)	19	JAL
A 81	AUG. 02 (THU)	AUG. 24 (FRI)	23	JAL
A 82	AUG. 05 (SUN)	SEP. 04 (TUE)	31	JAL
A 83	AUG. 10 (FRI)	AUG. 24 (FRI)	15	JAL
A 91	SEP. 03 (MON)	SEP. 16 (SUN)	14	JAL
A 92	SEP. 30 (SUN)	OCT. 23 (TUE)	24	JAL
A111	NOV. 20 (TUE)	DEC. 11 (TUE)	22	JAL
A121	DEC. 20 (THU)	JAN. 13 (SUN)	25	JAL
A122	DEC. 27 (THU)	JAN. 10 (THU)	15	JAL

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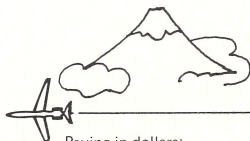
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BLACK BUILDS POTENTIALLY WINNING MOYO BUT LOSES BECAUSE OF ENDGAME KO

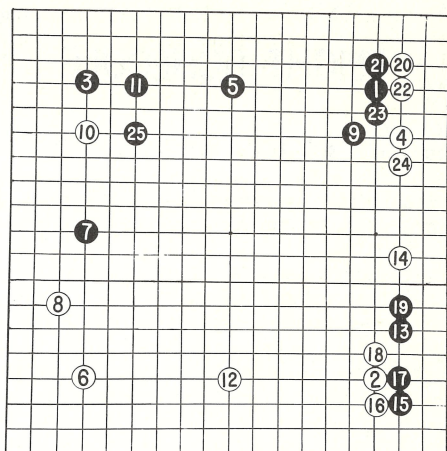
Black: B. Wilcox, 5-dan
White: J. Maier, 4-dan
Komi: 5½ pts
Commentary by John Maier.

Game Record 1 (1-25).

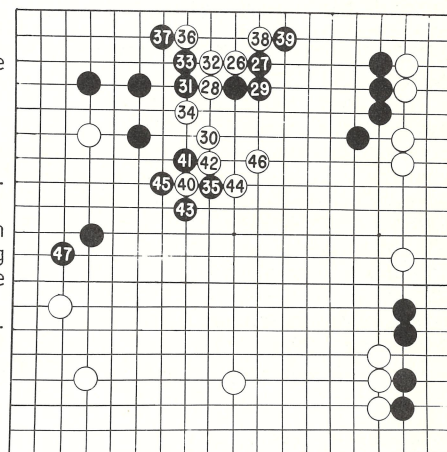
B plays on a large scale with 1, 3, 5, & 7. Moon Cha, a Washington 5-dan who offered post-game analysis, commented that W8 was slow, and did not support his move 4. I felt that W8 was an extension which would help settle the corner, and at the same time would allow a subsequent play in the upper left where B already was attempting to lay claim to a very large moyo.

B9: B is now, beyond a doubt, aiming at a large scale territory, and W seems somewhat behind considering B's rapid development.

W10: This was a probe which Cha criticized because W did not follow up after B11. But in this type of play I felt it essential that W also stake out a side of the board, thus W12. W14 was a natural extension, at this point, from the unsettled W4. B later commented that it was expected and he was satisfied with the outcome through 24, leaving him sente and allowing him to make the crucial first move in the upper left. B25 was excellent because it occupies the critical point which both sides would like to play.



Game Record 1 (1-25)



Game Record 2 (26-47)

Game Record 2 (26-47)

Now I felt that W was slightly behind, and that the game would go to whoever successfully defended his large territory. Wilcox and Cha both gave B a better chance of winning at this point.

W26: There are many ways to handle the situation, from playing passively by reinforcing the W moyo to playing an attachment to the left of B3 and waiting to see what B would do. I chose a more extreme, deep invasion strategy, with the reasoning that if W was successful, B's territory would be substantially reduced, and that if W was successful with sente, W would then additionally be able to reinforce his own moyo, and would thus most likely win. There are many variations after W26. The reader is invited to try some of his own.

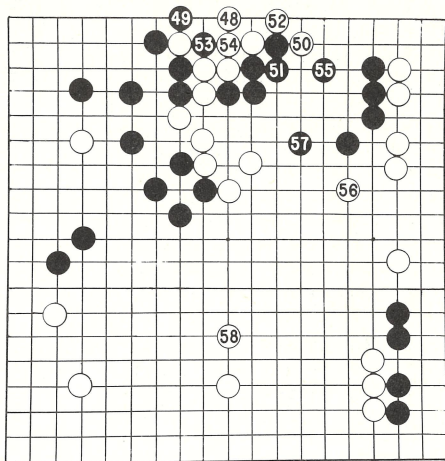
B35: Excellent! B is using his own "sector lines" approach and is forcing W into defending a running group. First, I peeked underneath on both sides of my isolated W group, and then began to pursue a plan which included a territory-reducing attack on the upper right B group. If given

the chance I hoped also to exploit the lone W10, all the while seeking to reinforce my own moyo.

W44: This was a tactical mistake. Both Cha and Wilcox later pointed out that a simple extension at 45 first would have been much better, leaving aji in the area. With the B capture at 45 and his play at 47, his moyo is now secure, and worth 50 to 55 points. At this point Cha felt that W had lost the game.

Game Record 3 (48-58)

W48, 50: My plan to cause trouble for the upper right B group succeeds, allowing me to play 56 and 58. I now did not fear a pursuit of the upper W group, and I had also reinforced the W moyo. B now has approximately 65 to 70 points with his three groups. W's entire lower moyo encompasses around 75 points, and the W group in the upper right has a potential for about 20 points, for a total of 95. I know that B will now invade the W moyo, but calculate that if I can retain 45 points in the moyo I can win a close game with komi.



Game Record 4 (59-100)

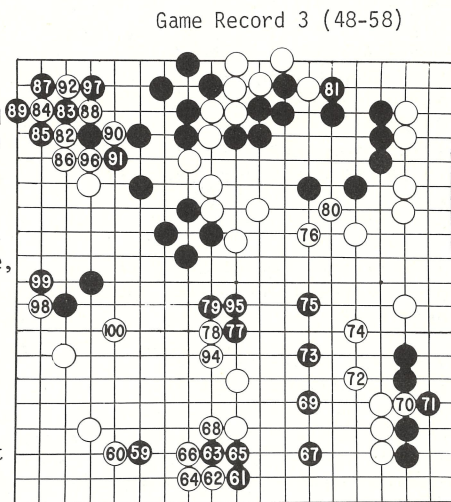
B67: This would have been better played at W68, commented Cha.

W70: Cha judged this to be unnecessary, but I foresaw the need to create aji beneath the B group so as to guard against cutting the five W stones after W72. Still Cha argued that B would never play 70 in gote, and therefore W's move was always available, and thus not necessary.

W76: Cha's opinion was that this was a timid move, better played more forcefully to the left of the B running group, and thus preventing B77. During the post-game analysis I agreed.

W80: This was both a probe and, at the same time, a reinforcement against a potential B cut one point to the left of 76.

W84-96: This sequence, without loss to W, tests B's tactical skill and creates subsequent ko threats. Of course, if W were to live here, B would clearly lose. B 95 secures the connection of the B running group. W must now salvage the already mentioned 45 points in his moyo, or lose. It looked like a bleak prospect. In retrospect a better answer to B61 might have been a W response at 65, which would have forced B to one side or the other, and thus salvaged more of the moyo. As it was played, B negated much of the lower area, and all of the territory previously established by the three connected W stones on the right.



Game Record 4 (59-100)

Game Record 5 (101-164)

W116: This was a mistake. W should simply connect at the point to the right of 115.

B121: This was a costly B mistake that would shortly cause even more trouble than the small local loss of territory!!

B125: Cha commented that this was a big point and that if W had played in this area first he could have gained some profit.

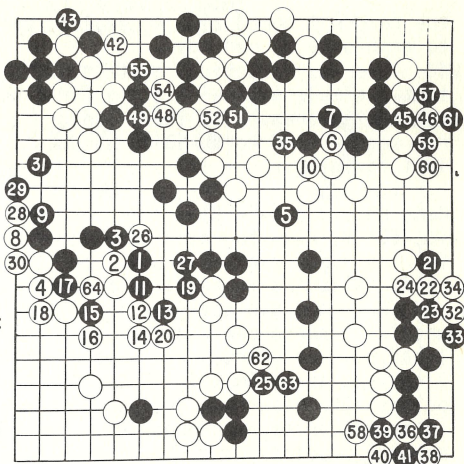
B135: By now the game was actually quite close. I counted as follows:

B moyo	= 55	W moyo	= 42-43
B NW	= 6-8	W NW	= 25-27
B S	= 5	W captured	= 1
B SW	= 5	komi	= $5\frac{1}{2}$
B captured	= 3		

74-76

 $73\frac{1}{2}$ -76 $\frac{1}{2}$

Game Record 5 (101-164)



Most importantly it was now W's move.

If it had simply been a matter of endplay from here, it might still be difficult to predict the actual outcome of the game, and possibly B's large moyo would have triumphed. I had calculated earlier that it would take 45 points in the W moyo to win a close game, and I was right, but at this point a ko ensued that ended any doubt as to W's victory.

B139: B later stated that his style would not allow him to play passively. This ko is one that B cannot escape from without some loss. B could have connected peacefully at one point above 137, but W will still precipitate a ko (as shown in Diagram 1).

W146: W could have ignored B's ko threat, giving up about 10-12 points in the upper right while killing B's lower right group worth almost 30 points, and still have sente. B's second mistake was that he never extended 139 to the left as a local ko threat.

W158: This seals the victory. W went on the win by $8\frac{1}{2}$ points.

Wilcox is a rapid player with an aggressive style. His on-going series in the AGJ is probably the first non-Asian contribution to Go theory. He will be watched closely as part of the native American Go movement.

Neither of us were satisfied with this game. Both of us admitted to tactical mistakes. The interest in the game is in the struggle of the large moyos pursued on a grand scale strategy, a line of play which requires careful calculation of territorial values early in the game. The loss as a result of the ko (caused by the B overextension at 121) should counsel aggressive players to restrain their adventurous spirits in tight endgames. Cha, as always, offered many insightful comments.

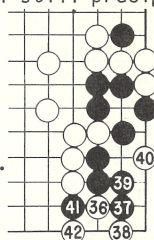


Diagram 1

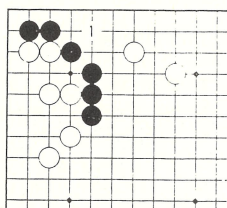
ON "SENTE" AND "GOTE" (II)

by Toshiro Yamabe, 8-dan

(Reprinted with the kind permission of the Nihon Kiin from Go Monthly Review, October, 1962.)

In the first part of this article we examined the basic idea of sente and gote. We are now going to study the technique of playing a true sente move.

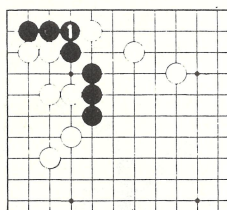
During the middle game the opposing groups of stones come into close contact, and it makes a great difference whether you play sente or are forced to respond meekly with a gote move. Especially when one of your groups is in peril, the technique of playing sente to get out of danger is very important. If you go on answering each move of your opponent submissively, you will helplessly suffer the deterioration of the position and the eventual loss of the game. How, then, shall we ward off the enemy's attack and forestall it? Let's look at some examples.



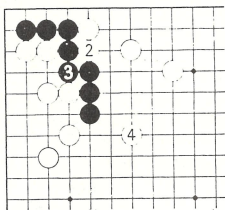
Type 1

Type 1: White has played at 1, a probe called "nozoki", or peep. This is an expression of W's intention to cut the chain of Black stones with his next play. B's response is imperative, he should never ignore this attack. This aggressive move has hit B in a sore spot, and no one can tell what will happen to him if he fails to find an effective answer.

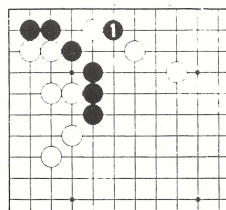
Dia. 1: There will be no trouble at all if you have only to connect your stones. B1 will be the easiest answer. But in this specific situation, in which you are walled in and have no eyes, it is a play without resource and highly dangerous.



Dia. 1



Dia. 2

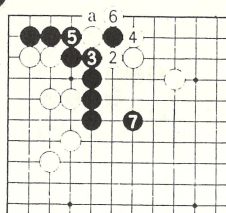


Dia. 3

Dia. 2: W follows with 2. B3 is necessary, but W immediately starts throwing a net over the B group with his 4. Now there will be no way out for B. It is true B has connected all of his stones, but now the whole group is confronted with a crisis of life or death. This is the inevitable outcome of B's resourceless answer to W's probe. B should have been more ingenious.

Dia. 3: B should have played at 1 instead. This is a capital move.

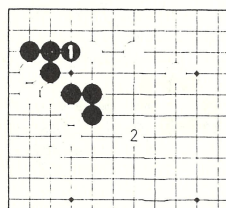
When you have acquired skill in the art of Go and mastered its higher techniques, you will be able to find clever moves such as this 1 almost intuitively. Then you are called "a player well-versed in tesuji".



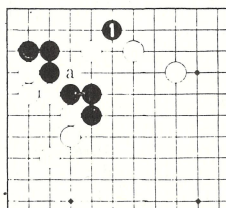
Dia. 4

B can get an easy life by capturing at a. Your success in securing your stones either by living or escaping is simply due to the effect of B1 in Diagram 3.

Type 2: W plays at 1. This is also a nozoki, although B's formation is different from the preceding one. Again, B's answer is imperative.



Dia. 2



Dia. 3

section, and his escape will be very difficult. Since all three moves are gote, a different solution is needed here.

Dia. 3: B1 is a clever move. This is his own nozoki as a countermeasure to W's nozoki. Of course, W cannot cut B with a.

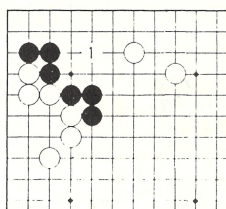
Dia. 4: W has to play 2, which enables B to take the initiative. His 3 is answered by W4, and now B marches toward the center with 5, thus dodging W's siege.

Dia. 5: If B answers the nozoki with this 1, B responds with 2. W3 cannot be omitted, and again B will break through the enclosure with 4.

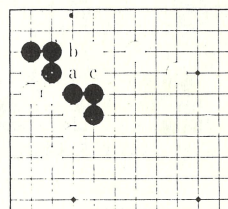
From these two examples you will see how sacrifice stones are used to gain sente. Let's study another case of utilizing sacrifice stones.

Type 3: B has cut W with 1. How should W meet the attack? As a basic idea, W should plan to use his two disconnected stones as a sacrifice. You should refrain from trying to save them.

Dia. 4: Continuation of the preceding diagram. W must play 2, as cutting B is out of the question. Then B answers with 3. W4 is a must, then B finally connects with 5. With this connection W's stone has been put into atari, the effect of B1 in the preceding diagram. If W captures with 6, it means that B has connected his stones in sente, enabling him to make his escape with 7. This result will clearly demonstrate the difference in effectiveness between sente and gote. Furthermore, if W attempts to close B in with his 6 from the outside,



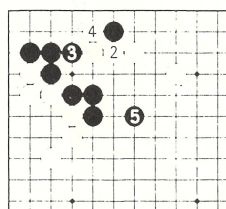
Type 2



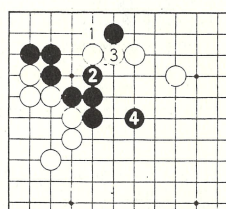
Dia. 1

Dia. 1: Here B must connect his stones. There are many ways to do this, but usually his choice should be between a, b, and c, of which a is the least effective. What about b and c then?

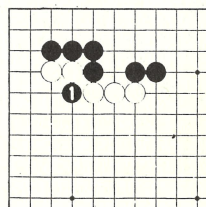
Dia. 2: If B connects with this 1, he is safe from being cut, but it is gote. If enclosed by W2, B will not be able to make life in this narrow corner



Dia. 4



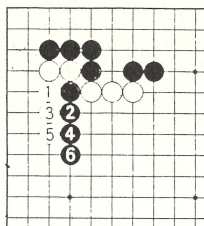
Dia. 5



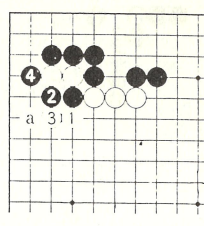
Type 3

Dia. 1: W's rescue attempt of 1 will be answered by B2, 4 & 6 and W is staggering under B's hard pressure. Such a play is out of the question. Well, then, what is the best way to give up these two stones?

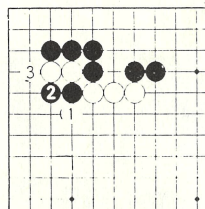
Dia. 2: You could check B with 1 and 3, forcing him to capture your stones with 4, but these tactics are not very successful, because after 4 a W play at a would be pure gote, whereas a B play at a



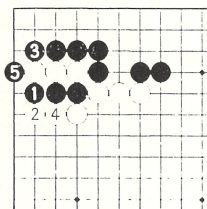
Dia. 1



Dia. 2



Dia. 3



Dia. 4

will prove damaging to W's position.

Dia. 3: W1 and B2 are alright, but next you should play 3, a genuine tesuji. Your stones will still be captured, but adding one more will get you a better result.

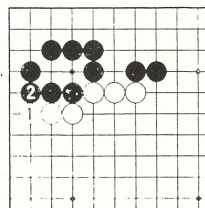
Dia. 4: B1 will capture the 3 stones, but in the sequence to B5, W has succeeded in closing off the side in sente. This is

the best he can expect.

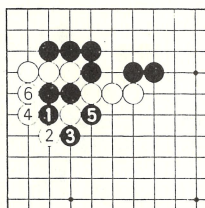
Dia. 5: Continuation of the sequence in Dia. 2, which is almost the same as that of Dia. 4, except that B has answered W1 with his 2. No one would play this move in response to W1, and yet this has been the result of the effective W3 in Dia. 3. This is a complete success of W's sacrifice tactics.

Does B have any other countermove to W1 & 3?

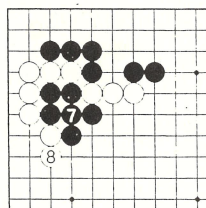
Dia. 6: Suppose B plays 1. W2 is a powerful answer, and after B cuts with 3, W will squeeze him with 4 and 6.



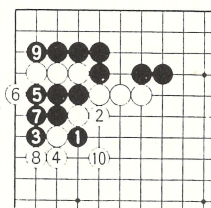
Dia. 5



Dia. 6



Dia. 7



Dia. 8

Dia. 7: B7 and W8 follow. W thus has succeeded in rescuing his almost abandoned stones and is in a good position for a battle in the center, while B's shape has become very awkward.

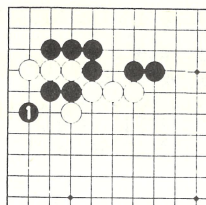
Dia. 8: W can also connect calmly in response to the B cut of 1. If B captures W's stones with 3 and 5, W is satisfied with the result, since it was his original intention to give them up. Through W10 play ends in gote for W, but he has achieved a much more solid formation than in Dia. 4 where he took sente. This sequence, though ending in gote, is effective and has great value.

Let's go back to Dia. 3 again. After the good moves of W1 and 3, the result was actually disadvantageous for B in Dias. 4 and 8. This was due to incorrect play on the part of B.

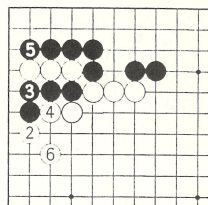
Dia. 9: Following Dia. 3, B should have played at 1. This is the best and most powerful move, answering a tesuji with another tesuji, which should be the rule.

Dia. 10: B1 is answered by W2, and the sequence continues through 6. B captures W's stones in sente, and W builds up a solid formation in gote. The result is satisfactory to both players, as profit and loss are equally divided.

Therefore, B1 in Dia. 9 may be called a tesuji to gain sente.



Dia. 9



Dia. 10

A TARGET FOR THE MACHINES?

Dave Erbach of Madison, Wisconsin has been a Go enthusiast for many years both in England where he wrote articles for the British Go Journal and in the U.S. He wrote recently saying, "I'm tempted to do something slightly crazy, namely to offer a Levy-like bet*: Suppose I offered a bet that no one could write a program that could beat me in 2 of 3 even games before Jan. 1, 1990... One could say I'm not the best person to do it (ed: Dave is a 1-kyu), but perhaps there would be some advantage in having a relatively 'weak' player. After all, who knows how long it might be before a program could play amateur 5-dan."

Anyone interested in Dave's "crazy" proposition can contact him by writing c/o Department of Mathematics, University of Wisconsin, Madison, Wisconsin. 53706.

*Referring to the £1000 bet made by Chess Master, David Levy that no computer could beat him in a match by 1978 (The computer lost).

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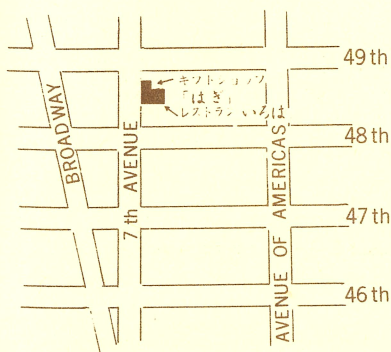
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